SYSTEM, METHOD AND COMPUTER PROGRAM PRODUCT FOR PATTERN REPLAY USING STATE RECOGNITION

ABSTRACT

A system, method and computer program product are provided for replaying a pattern for transitioning from one state to another state. A request to transition from a current state in a pattern to a new state is received. Information about transitioning is retrieved from the pattern. Scripting code of the current state is evaluated. An action is executed using the scripting code for effecting the transition from the current state to the new state. An output from the new state is generated and sent to a user device. A system, method, and computer program product are also provided for replaying a pattern for transitioning from one state to another state in a remote application. A request to transition from a current state in a pattern to a new state is received. An action is executed for effecting the transition from the current state in the remote application to the new state in the remote application utilizing the pattern. The new state is output to a user device. A method is also provided for identifying a dynamic element and replaying a dynamic event. A web browser is hosted. A web page of a network site is rendered using the web browser. A dynamic element with pre-specified properties is identified on the rendered web page. The identified element is executed based on a prerecorded pattern. A web page resulting from execution of the element is output.